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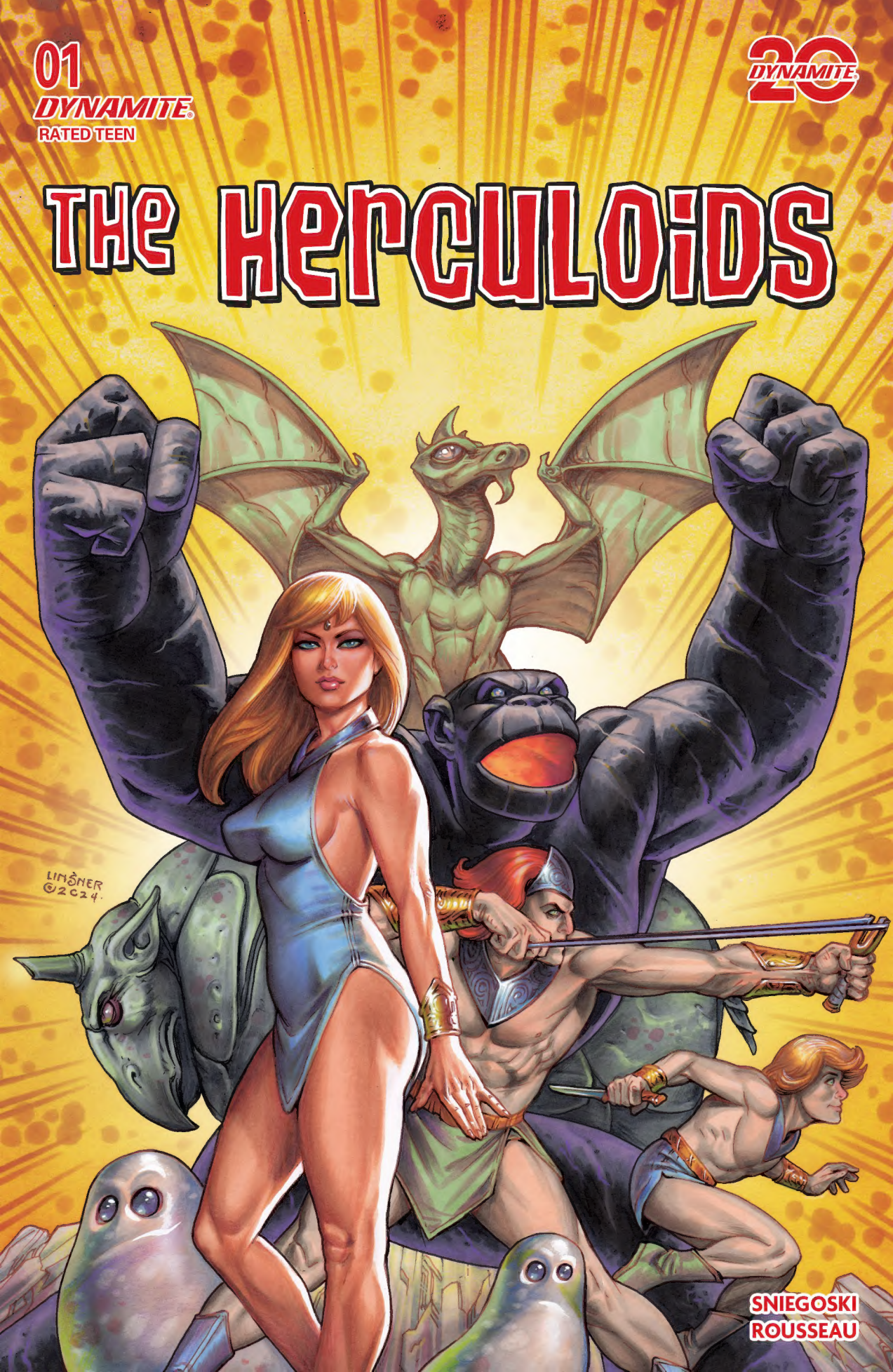
THE HERCULOIDS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SOMEWHERE OUT IN SPACE LIVE THE HERCULOIDS: ZOK, THE LASER-RAY DRAGON, IGOO THE GIANT ROCK APE, TUNDRO THE TREMENDOUS, GLOOP AND GLEEP THE FORMLESS, FEARLESS WONDERS!

WITH ZANDOR THEIR LEADER, AND HIS WIFE TARA AND SON DORNO, THEY TEAM UP TO PROTECT THEIR PLANET FROM SINISTER INVADERS!

ALL STRONG, ALL BRAVE, ALL HEROES! THEY'RE...

THE HERCULOIDS

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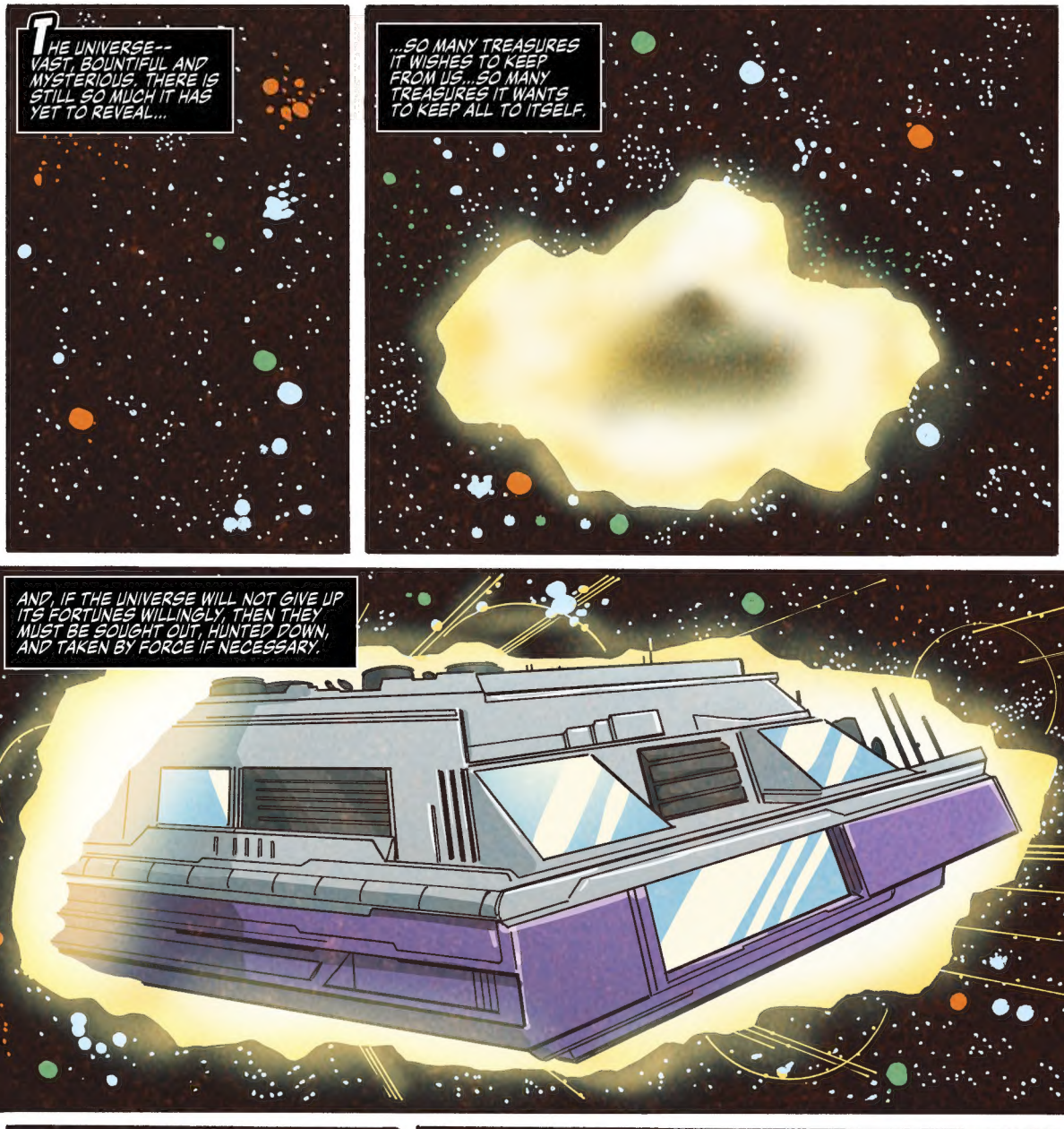
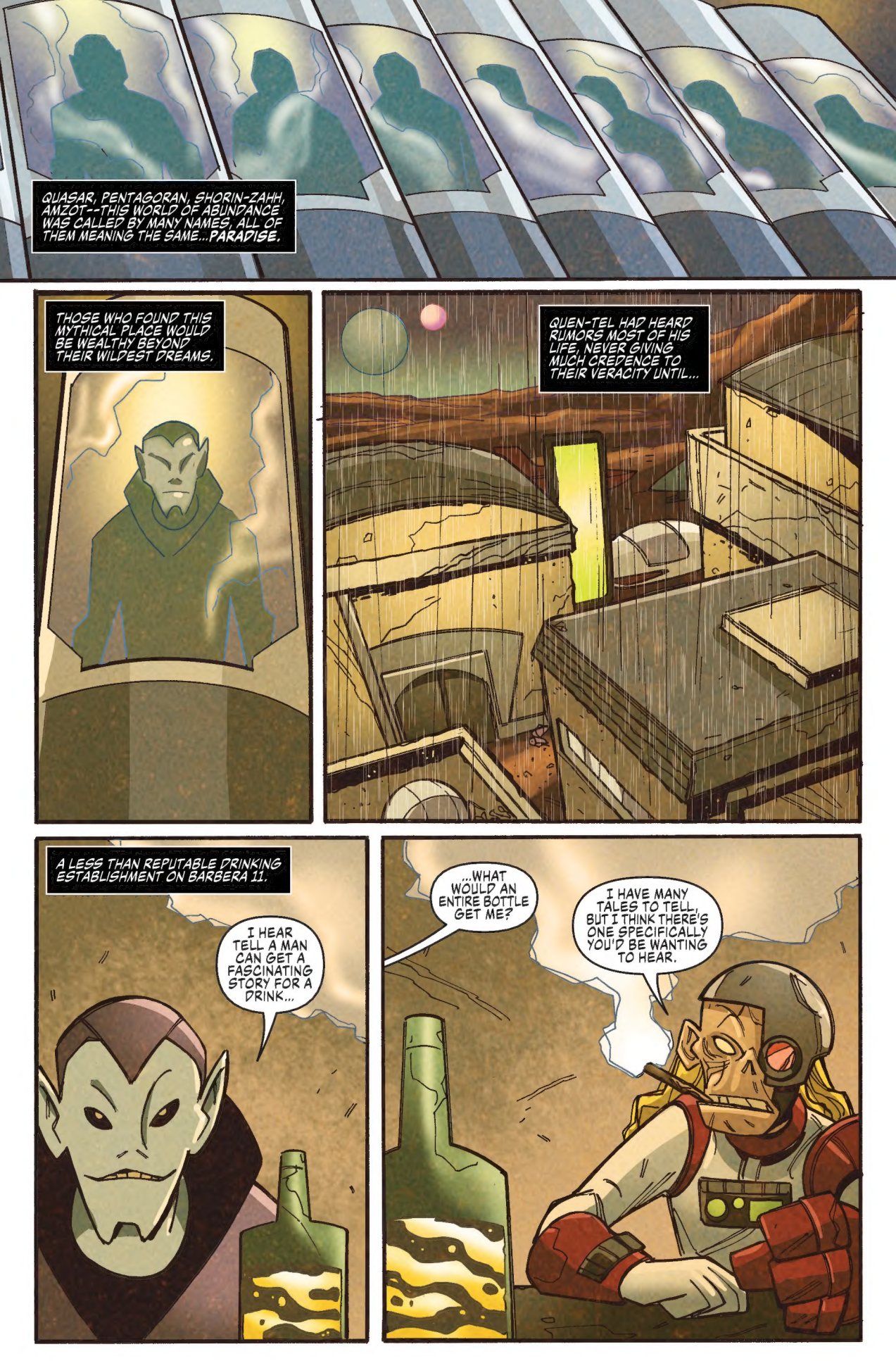
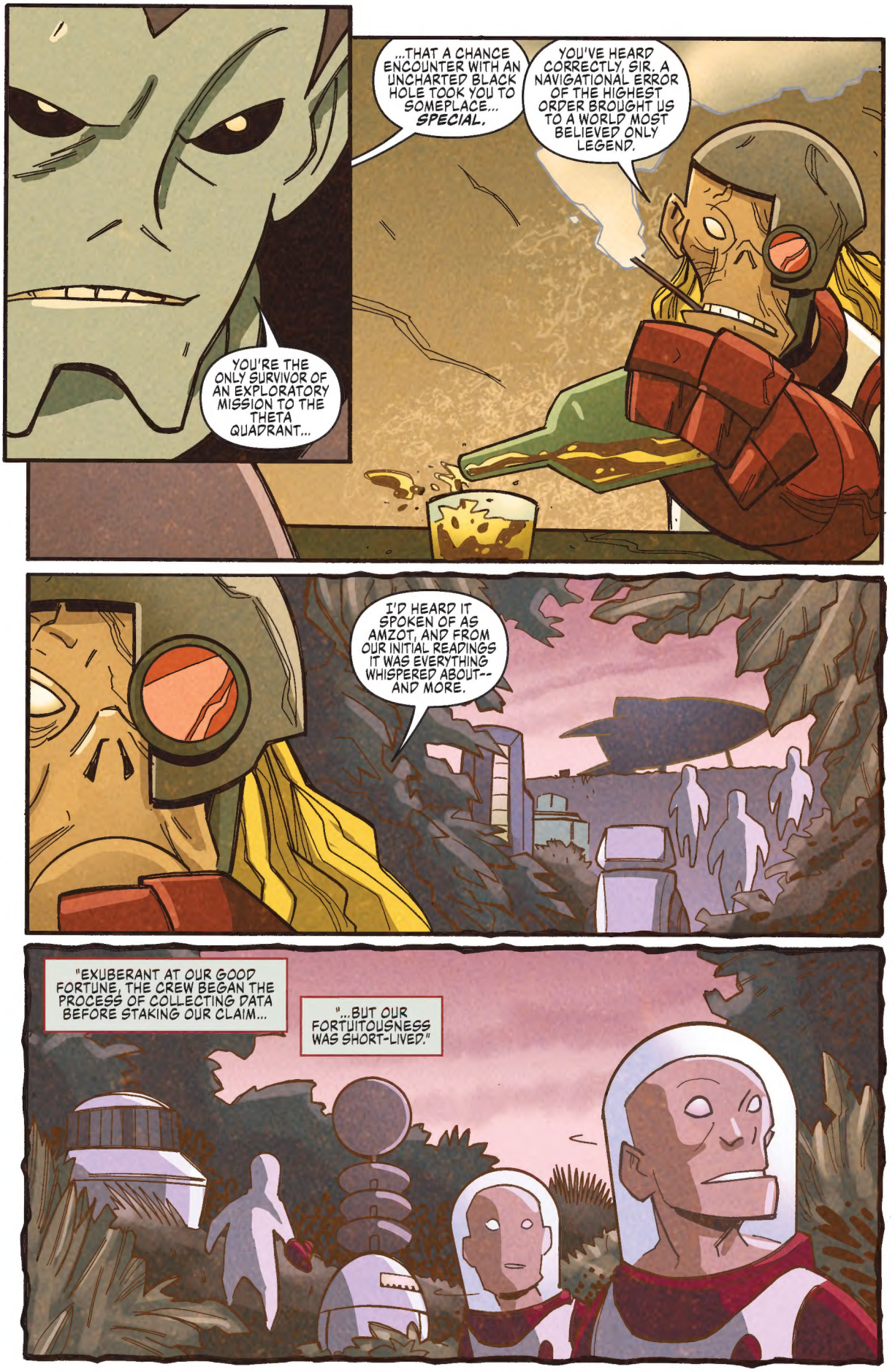
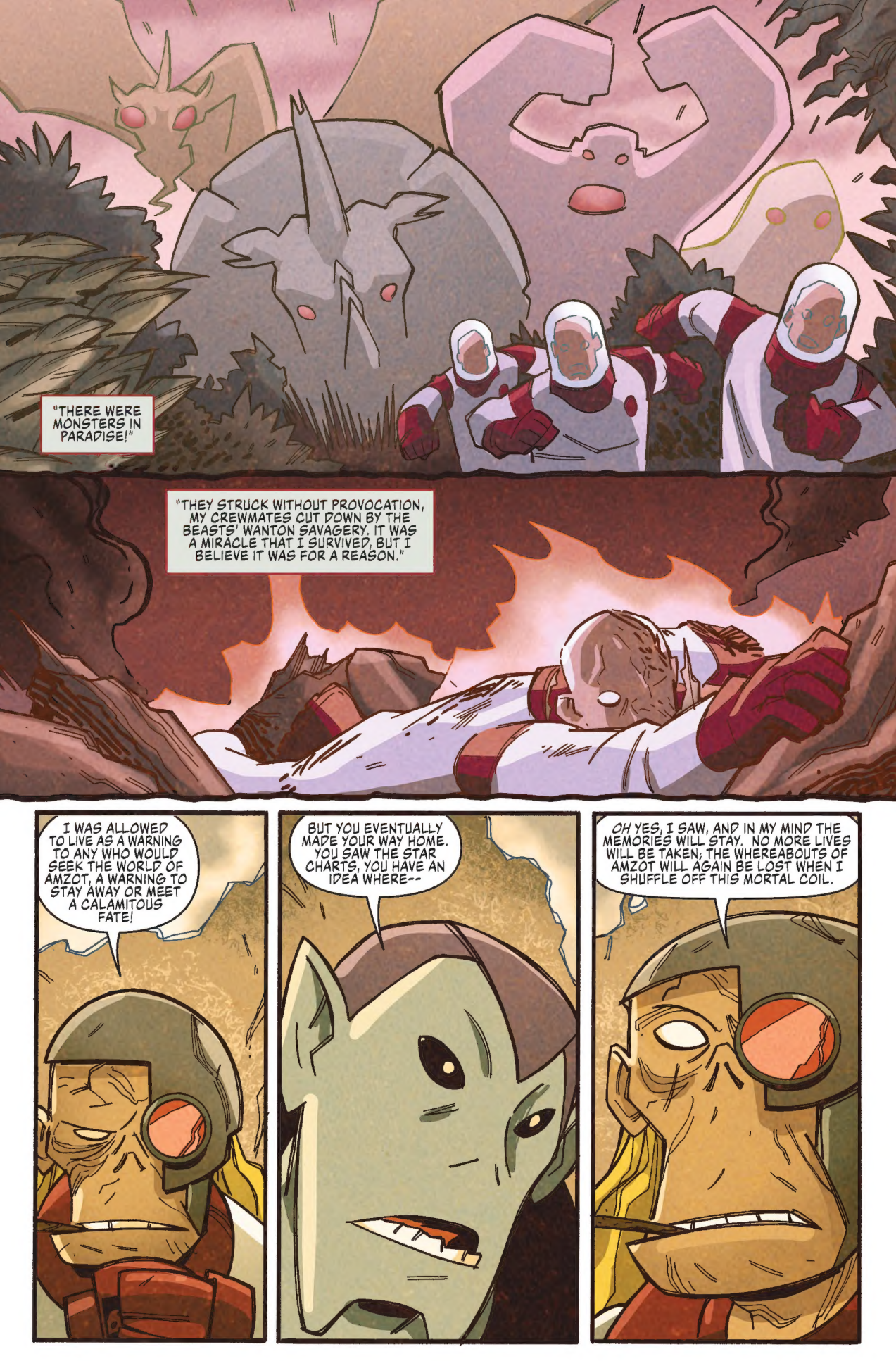
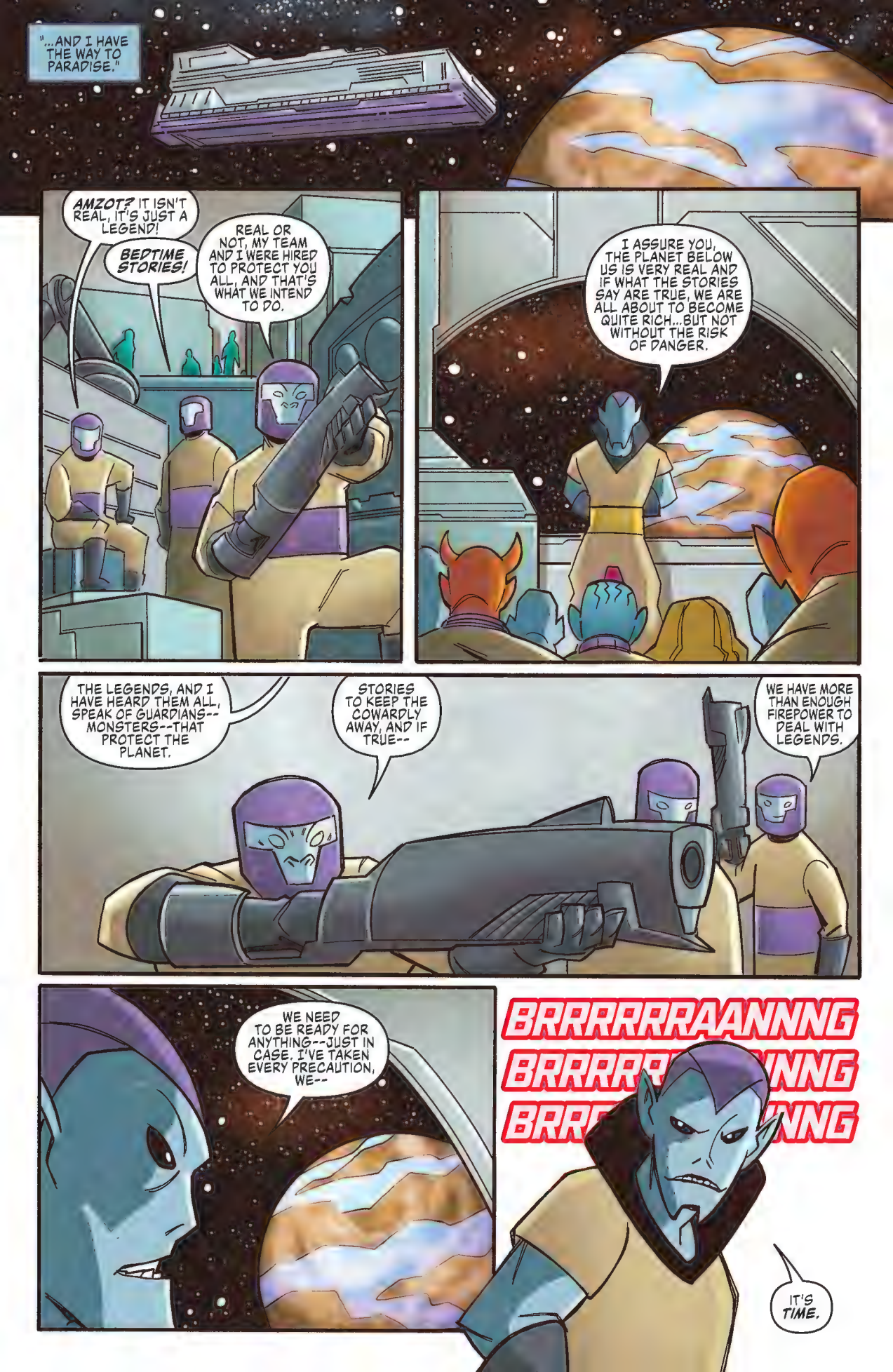

THE UNIVERSE-- VAST, BOUNTIFUL AND MYSTERIOUS. THERE IS STILL SO MUCH IT HAS YET TO REVEAL...
...SO MANY TREASURES IT WISHES TO KEEP FROM US...SO MANY TREASURES IT WANTS TO KEEP ALL TO ITSELF.
AND, IF THE UNIVERSE WILL NOT GIVE UP ITS FORTUNES WILLINGLY, THEN THEY MUST BE SOUGHT OUT, HUNTED DOWN, AND TAKEN BY FORCE IF NECESSARY.
THERE WAS A PLANET SPOKEN OF IN WHISPERS, ONE THAT SEARCHERS LOOKED FOR BUT HAD NEVER FOUND...
...A PLANET SO RICH IN RESOURCES THAT A VORACIOUS GALAXY COULD BE SATIATED WITH ITS BOUNTY FOR GENERATIONS TO COME.


QUASAR, PENTAGORAN, SHORIN-ZAHH, AMZOT--THIS WORLD OF ABUNDANCE WAS CALLED BY MANY NAMES, ALL OF THEM MEANING THE SAME...PARADISE.
THOSE WHO FOUND THIS MYTHICAL PLACE WOULD BE WEALTHY BEYOND THEIR WILDEST DREAMS.
QUEN-TEL HAD HEARD RUMORS MOST OF HIS LIFE, NEVER GIVING MUCH CREDENCE TO THEIR VERACITY UNTIL...
A LESS THAN REPUTABLE DRINKING ESTABLISHMENT ON BARBERA 11.
I HEAR TELL A MAN CAN GET A FASCINATING STORY FOR A DRINK...
...WHAT WOULD AN ENTIRE BOTTLE GET ME?
I HAVE MANY TALES TO TELL, BUT I THINK THERE'S ONE SPECIFICALLY YOU'D BE WANTING TO HEAR.

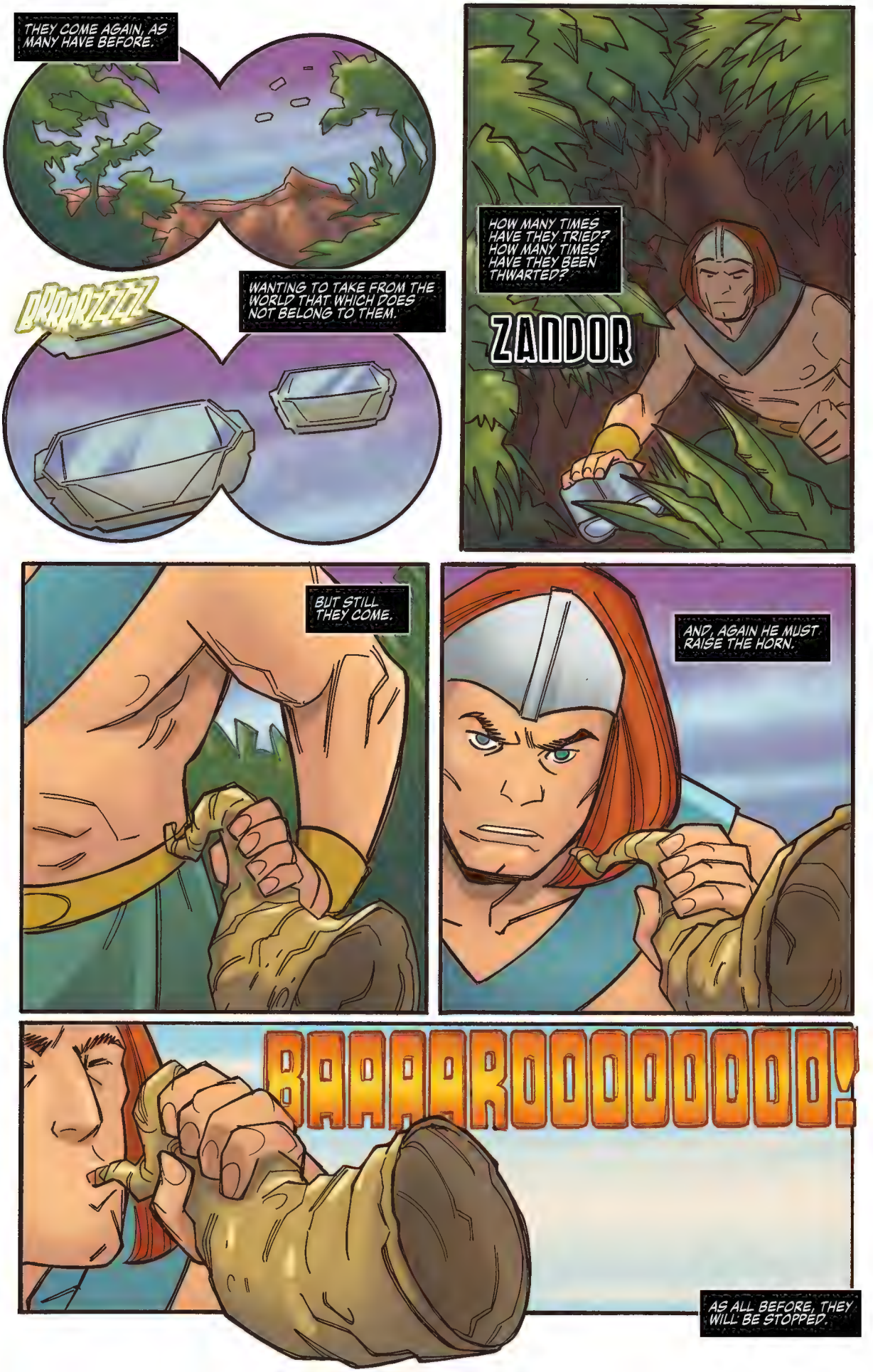

YOU'RE THE ONLY SURVIVOR OF AN EXPLORATORY MISSION TO THE THETA QUADRANT...
...THAT A CHANCE ENCOUNTER WITH AN UNCHARTED BLACK HOLE TOOK YOU TO SOMEPLACE... SPECIAL.
YOU'VE HEARD CORRECTLY, SIR. A NAVIGATIONAL ERROR OF THE HIGHEST ORDER BROUGHT US TO A WORLD MOST BELIEVED ONLY LEGEND.
I'D HEARD IT SPOKEN OF AS AMZOT, AND FROM OUR INITIAL READINGS IT WAS EVERYTHING WHISPERED ABOUT-- AND MORE.
"EXUBERANT AT OUR GOOD FORTUNE, THE CREW BEGAN THE PROCESS OF COLLECTING DATA BEFORE STAKING OUR CLAIM...
"...BUT OUR FORTUITOUSNESS WAS SHORT-LIVED."

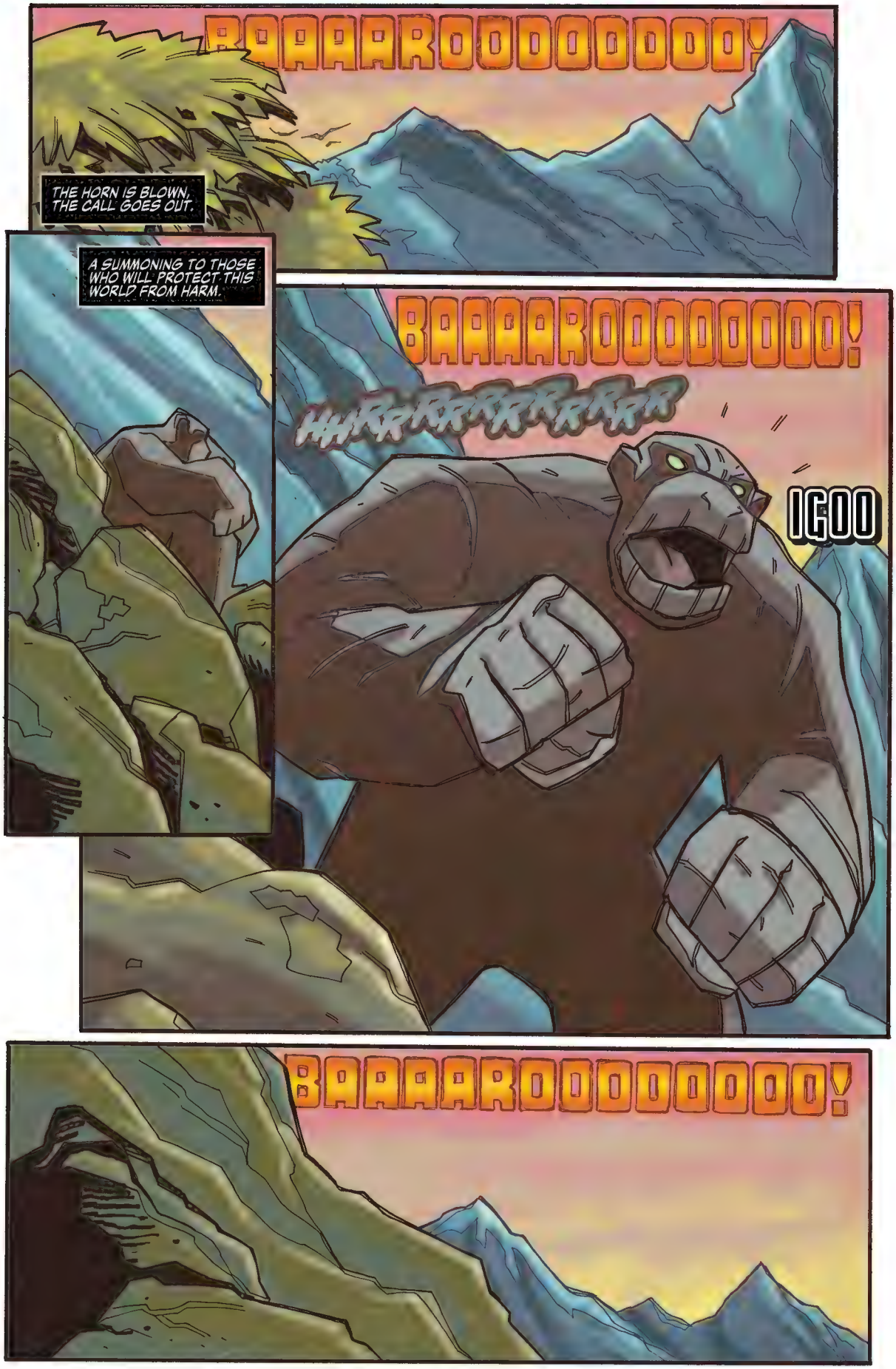

"THERE WERE MONSTERS IN PARADISE!"
"THEY STRUCK WITHOUT PROVOCATION, MY CREWMATES CUT DOWN BY THE BEASTS' WANTON SAVAGERY. IT WAS A MIRACLE THAT I SURVIVED, BUT I BELIEVE IT WAS FOR A REASON."
I WAS ALLOWED TO LIVE AS A WARNING TO ANY WHO WOULD SEEK THE WORLD OF AMZOT, A WARNING TO STAY AWAY OR MEET A CALAMITOUS FATE!
BUT YOU EVENTUALLY MADE YOUR WAY HOME. YOU SAW THE STAR CHARTS, YOU HAVE AN IDEA WHERE--
OH YES, I SAW, AND IN MY MIND THE MEMORIES WILL STAY. NO MORE LIVES WILL BE TAKEN; THE WHEREABOUTS OF AMZOT WILL AGAIN BE LOST WHEN I SHUFFLE OFF THIS MORTAL COIL.

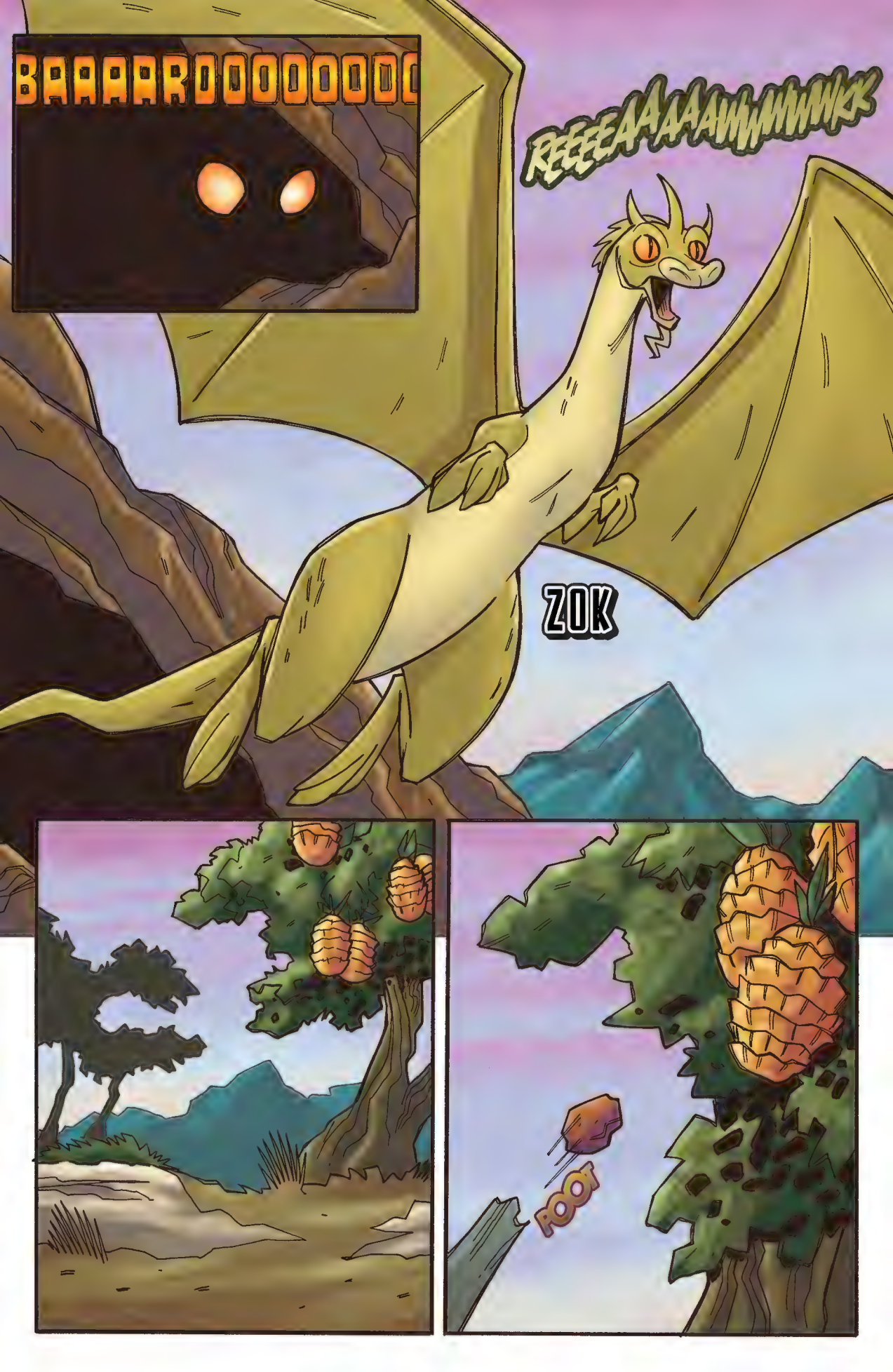
I'M VERY SORRY YOU FEEL THIS WAY.
I HAVE NO TIME FOR STUBBORNNESS.
CHUNK
GAAH!
MY SPONSORS ARE QUITE WEALTHY. THE MEMORIES INSIDE YOUR HEAD COULD HAVE MADE YOU A VERY RICH MAN.
DEET DEET DEET BRRREEP
URRRGGHH!
BUT NOW ALL YOU HAVE...
...IS YOUR DEATH...

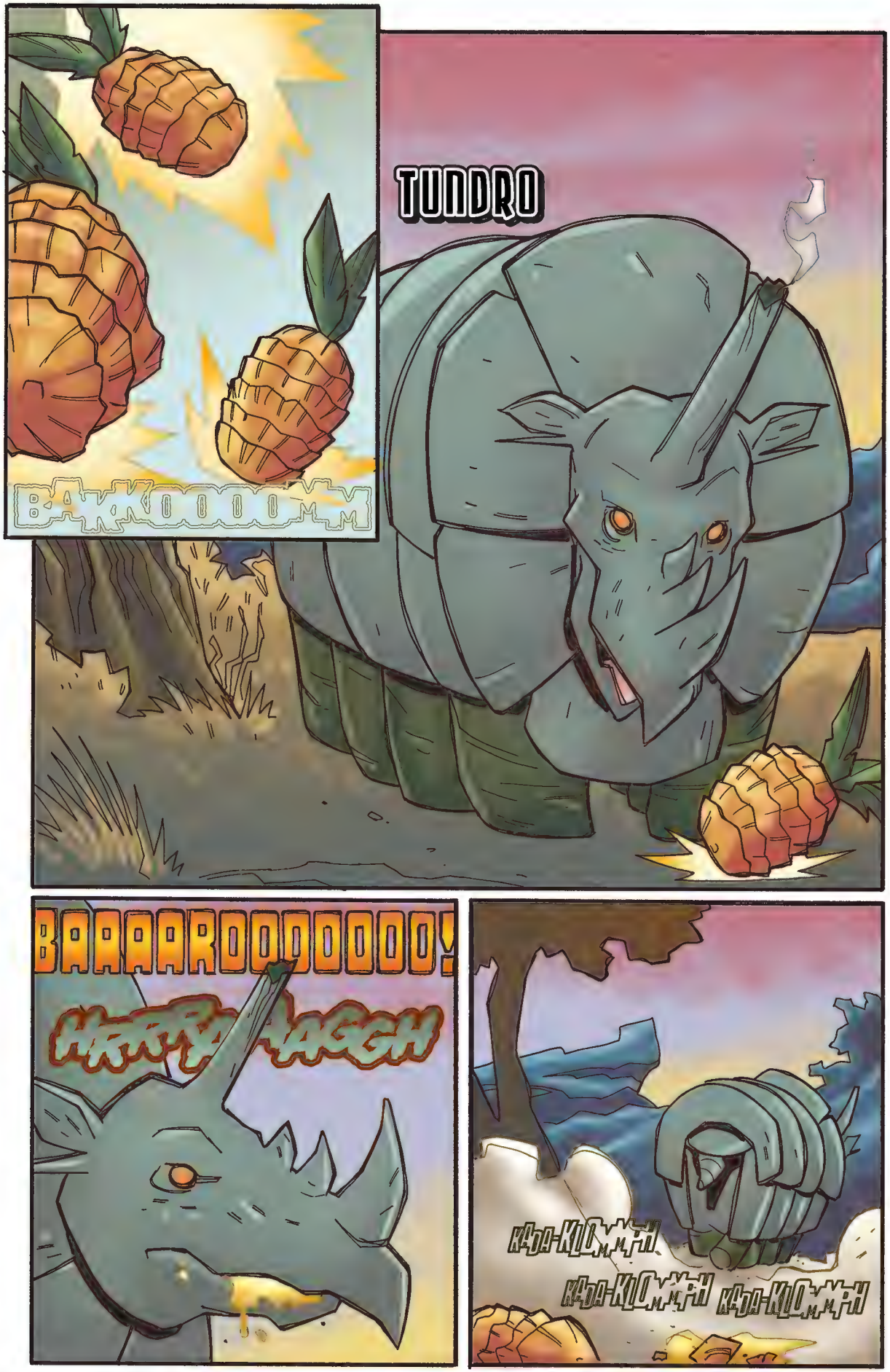

"...AND I HAVE THE WAY TO PARADISE."
AMZOT? IT ISN'T REAL, IT'S JUST A LEGEND!
BEDTIME STORIES!
REAL OR NOT, MY TEAM AND I WERE HIRED TO PROTECT YOU ALL, AND THAT'S WHAT WE INTEND TO DO.
I ASSURE YOU, THE PLANET BELOW US IS VERY REAL AND IF WHAT THE STORIES SAY ARE TRUE, WE ARE ALL ABOUT TO BECOME QUITE RICH...BUT NOT WITHOUT THE RISK OF DANGER.
THE LEGENDS, AND I HAVE HEARD THEM ALL, SPEAK OF GUARDIANS--MONSTERS--THAT PROTECT THE PLANET.
STORIES TO KEEP THE COWARDLY AWAY, AND IF TRUE--
WE HAVE MORE THAN ENOUGH FIREPOWER TO DEAL WITH LEGENDS.
WE NEED TO BE READY FOR ANYTHING--JUST IN CASE. I'VE TAKEN EVERY PRECAUTION, WE--
BRRRRRRRAANNNG
IT'S TIME.

EVERYONE TO THEIR STATIONS!
ALL SYSTEMS READY.
WE ARE GOOD FOR DESCENT.
PROCEED. TAKE US DOWN.
KRRR-CLUNK
ATMOSPHERICS ARE A BIT DENSE.
HOLD TIGHT.
"THIS COULD GET BUMPY!"

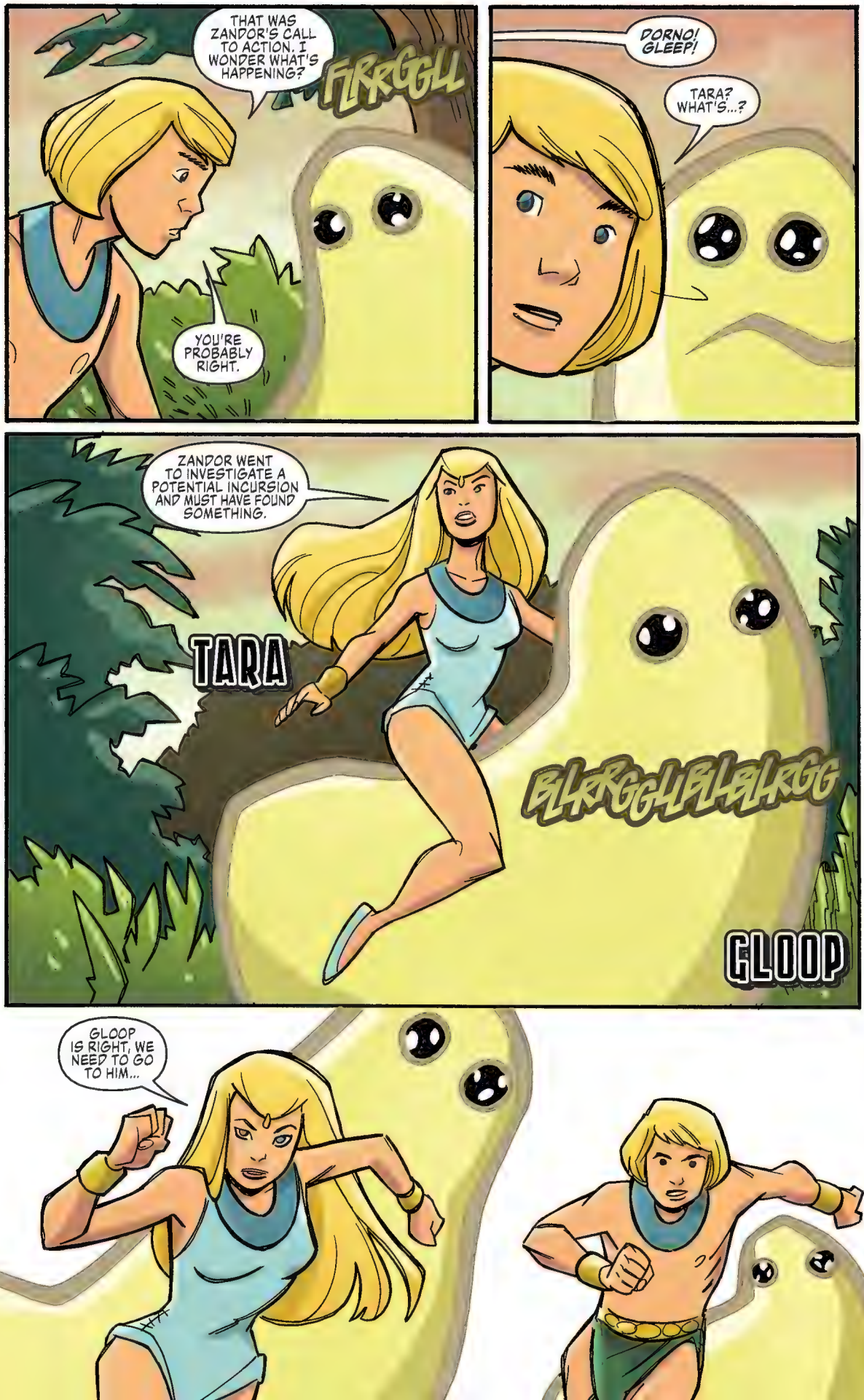

THEY COME AGAIN, AS MANY HAVE BEFORE.
WANTING TO TAKE FROM THE WORLD THAT WHICH DOES NOT BELONG TO THEM.
BRRRRZZZZZ
HOW MANY TIMES HAVE THEY TRIED? HOW MANY TIMES HAVE THEY BEEN THWARTED?
ZANDOR
BUT STILL THEY COME.
AND, AGAIN HE MUST RAISE THE HORN.
BAAAAARDOOOOOOOO!
AS ALL BEFORE, THEY WILL BE STOPPED.

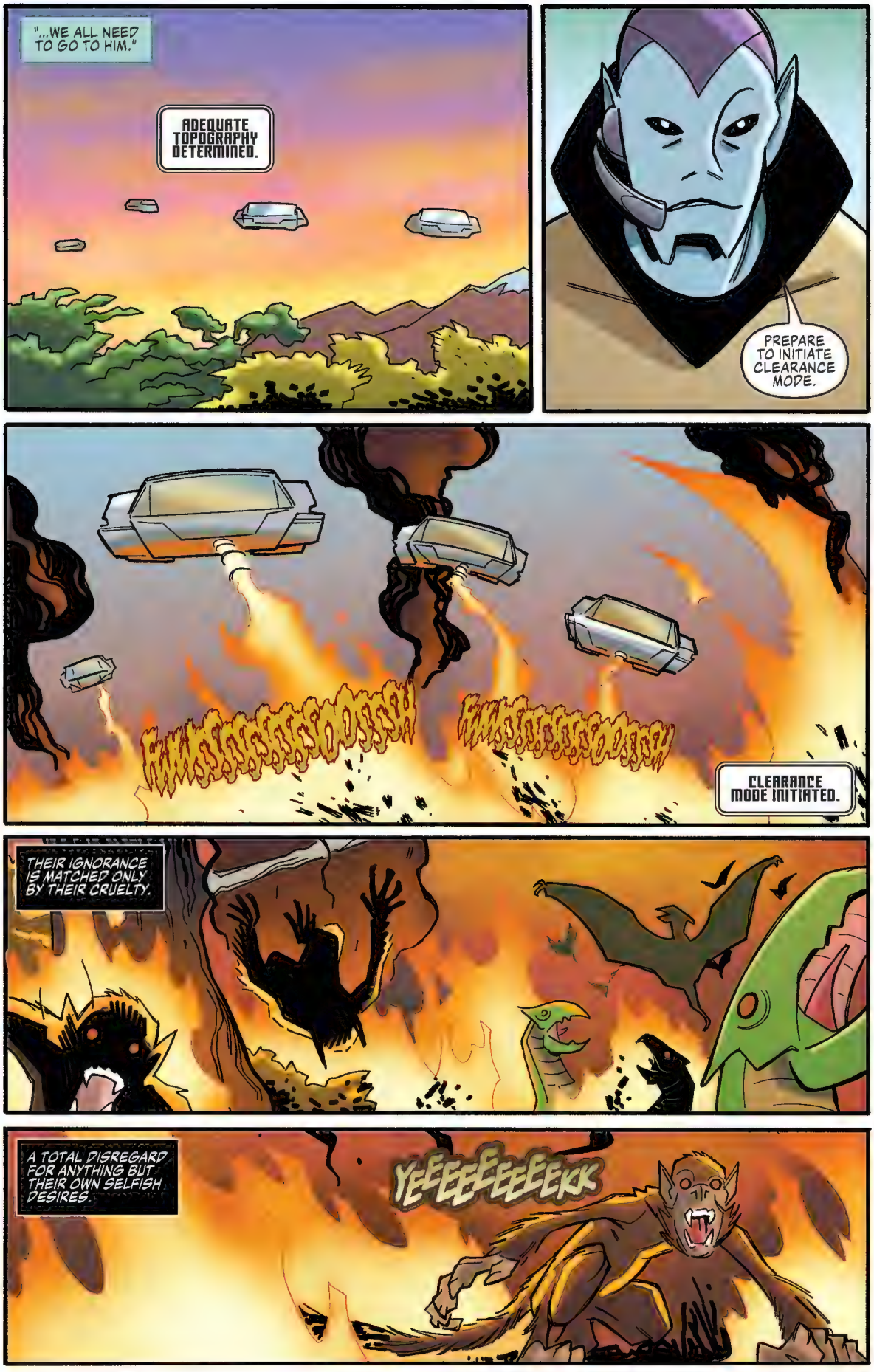

BAAAAROOOOOOOO!
THE HORN IS BLOWN. THE CALL GOES OUT.
A SUMMONING TO THOSE WHO WILL PROTECT THIS WORLD FROM HARM.
BAAAAROOOOOOOO!
HHRRRRRRRRRR
IGOO
BAAAAROOOOOOOO!


BAAAARDOOOOOOOC
REEEEAAAAAWWWWWWKK
ZOK
POOT


BAKOOOOOMM
TUNDRO
BAAAARDOOOOOOO!
KA-DA-KLOMMPH
KA-DA-KLOMMPH
KA-DA-KLOMMPH

BLLRRRGLLL-
BLLRRRG
DON'T WORRY ABOUT ME, GLEEP...
...I'M BEING EXTRA CAREFUL!
DORNO
BAAAAROOOO!
GAAH!
OUFFH!
THANKS FOR THE SAVE, GLEEP!
BLRRGHLLBLRRGHL
BLLRRRG
GLEEP


THAT WAS ZANDOR'S CALL TO ACTION. I WONDER WHAT'S HAPPENING?
FLRRGGLL
YOU'RE PROBABLY RIGHT.
DORNO! GLEEP!
TARA? WHAT'S...?
ZANDOR WENT TO INVESTIGATE A POTENTIAL INCURSION AND MUST HAVE FOUND SOMETHING.
TARA
BLRRGGLBLBLRGG
GLOOP
GLOOP IS RIGHT, WE NEED TO GO TO HIM...


"...WE ALL NEED TO GO TO HIM."
ADEQUATE TOPOGRAPHY DETERMINED.
PREPARE TO INITIATE CLEARANCE MODE.
FWOOOSSHOOSSH
FWOOOSSHOOSSH
CLEARANCE MODE INITIATED.
THEIR IGNORANCE IS MATCHED ONLY BY THEIR CRUELTY.
A TOTAL DISREGARD FOR ANYTHING BUT THEIR OWN SELFISH DESIRES.
YEEEEEEEEEKK

THEY MUST BE SHOWN THE ERROR OF THEIR AWFUL WAYS.
URRRRRGGGH
CLEARANCE MODE COMPLETE.

LET'S GO! LET'S GO! DRIVE 'EM OUT!
THE QUICKER WE SET UP BASE CAMP, THE QUICKER WE CAN GET DOWN TO BUSINESS.
INITIAL PLANETARY READINGS ARE EVERYTHING I'VE HOPED FOR-- AND BEYOND!
MY TEAM AND I ARE ESTABLISHING A DEFENSE PERIMETER AS YOU REQUESTED.
I'M NOT ANTICIPATING ANY PROBLEMS. BETWEEN MY TEAM, AND THE EXTRA HARDWARE YOU BROUGHT...
WHAT THE HELL IS THAT?
SHINNG? WHAT'S WRONG?

URRARRRAAAAAGH
KRSSSH
AAHHHEE!
REPORT! WHAT IS HAPPENING?!

FSSSSSSSSSSSSSSSHH
FSSSSSSSSSSSSSSSHH
SOMETHING... SOMETHING'S COME OUT OF THE MIST! RETURNING TO THE ENCAMPMENT TO REGROUP AND--
LOOK OUT!
URRRGGH-SNORRT
AAGGGHHH!
KHR-
SLAAAMMM

:KOFF: :KOFF:
SECURITY TEAM...WE ARE UNDER ATTACK! I REPEAT, WE ARE UNDER ATTACK!
SECURITY! DO YOU HEAR ME?! REPORT THIS INSTANT! SHINNG, I'M TALKING TO YOU!
UNNGH! OMMSSH!
URRRRKK!
SKRREEEEEEEEAAK
:GASP:
MMMWFFH!

SKRRRREEEEEEEEEEEEEEAAAK
YAAAAARRGGH!
BAAH-KKOOOOMMM
SHOW THEM, ZOK! SHOW THEM THAT THEY SHOULD NEVER HAVE COME!
SKRRRREEEEEEEEEEEEAAAK
FIZZZZZZZZZZOOMMMM
KHAABLOOOOOOMM
BLAAKHAMMM
RUN!
AAAAAAAAHHHH!

IS...IS ANYBODY THERE? SHINNG? ARE YOU THERE, SHINNG?
SHINNG? HELLO? IS THAT YOU?
SHINNG... SHINNG CANNOT HELP YOU NOW.
WHO'S THERE? WHO...WHO ARE YOU?
WHO ARE WE?
WE ARE THE *PROTECTORS OF AMZOT.*

URRHHHHHGH
SKRREEEEAAAK
BLLARGGHG
SNORRRT
WE ARE THE HERCULOIDS!
BLLARRRGGH-BLRG
NEXT: TO SAVE AMZOT!

NEXT ISSUE:

The Defenders of Planet Amzot return for the second spectacular installment of their all-new adventures!

SUPERSTAR AUTHOR DAVID PEPOSE GOES GLOBAL WITH CAPTAIN PLANET & THE PLANETEERS!

The animated series *Captain Planet and the Planeteers* ran for six seasons starting at the beginning of the 1990s, making a major impression on a generation of kids. Where does your own personal connection and history with the show fall within that legacy? Do you have fond memories of it and its wider franchise?

Every comic creator has their own personal white whale — that singular property they've been itching to make their mark on — and for more than a decade *Captain Planet* has been mine. As a child of the 1990s, I grew up with the original cartoon, but I think that many people have since overlooked *Captain Planet and the Planeteers* as just a bygone product of its time. Yet I've always believed that *Captain Planet* was so forward-thinking that the world simply wasn't ready for it yet — and now, 35 years after the series' debut, I think Captain Planet and the Planeteers are exactly the kind of heroes our world needs to see.

At its core, I think that *Captain Planet* has always had this deep well of untapped potential, possessing all the building blocks necessary to resonate with a modern audience. It has an international, globe-trotting cast hailing from all walks of life; it tackles some of the most timely and important threats of our era, ranging from environmental disasters to corporate greed; and it does it all within the context of larger-than-life, elemental action. These are characters that speak so perfectly to the world we live in today, and I couldn't be more excited to be ushering in this long-deserved reimagining of *Captain Planet and the Planeteers* for the 21st century.

Obviously front and center for *Captain Planet* are the themes of environmentalism, sustainability, and wider education on important issues that affect us as individuals as well as our whole society — particularly how children are touched by these challenges. It seems like these themes are no less relevant today in 2025 than they were in the '90s. How much are you looking to the real world and recent events in crafting your stories for this series?

For me, my main goal for *Captain Planet* has been to take the broader real-world issues ripped from today's headlines and put a human face on them via our Planeteers. They all come from a world where global environmental concerns aren't just abstractions, but something that has a real impact in their lives, whether it be flash floods in Ghana, tensions over green cars in Detroit, environmental protests in Russia, or corrupt mining operations in Brazil. Each of our Planeteers has their own backstory and perspective on the state of the world, and watching these outlooks evolve is a core element of our series.

Of course, a hero is always measured by their villains, and something that I think was really brilliant and courageous about the original *Captain Planet* cartoon was that the destruction of our environment was only one half of the equation — it was always rooted in human greed and profiteering, with villains like Looten Plunder and his lieutenants Argos Bleak, Dr. Blight, and Duke Nukem caring only about the state of their wallets rather than the long-term survival of our species. I think insatiable corporate greed is something that everybody can definitely relate to in the year 2025, and not only will we show the consequences of that greed in large-scale and dramatic fashion, we will also get to see our heroes tackle that corruption in a direct and heroic manner.

Beyond the titular superhero summoned by combining their powers, the franchise also focuses on the five Planeteers, whose unique backgrounds, diversity, and powerful friendships were also a key tenet of the show. How are you approaching trying to balance this cast, as well as balance the spotlight between them and Captain Planet?

Honestly, *Captain Planet*'s core cast is my favorite part of the entire series, and it's the main reason why I wanted to write this book so badly. This new take is very much an origin story of how the Planeteers first met, and seeing how their individual personalities and perspectives clash and evolve forms the emotional heart of this book. I think the Planeteers play off each other in such a compelling way, in a manner that is every bit as engaging as Claremont's *X-Men* or the *Teenage Mutant Ninja Turtles* — I'm making it a point that in each and every issue, all five of our main characters get their chance to shine, and that everyone gets their own emotional arc.

Yet as the Planeteers find themselves on the run from the unknown forces that have taken over Hope Island, we're also punctuating our series with Captain Planet himself, who serves as the team's unofficial mentor as well as their weapon of last resort when the dangers become insurmountable. Personality-wise, Captain Planet is sort of like Superman meets Captain America, if he happened to have Metamorpho's powers. Even though he predates the Cretaceous era, there's something timeless about him, how he's a tirelessly confident and reassuring presence even as he fights to protect the innocent from forces far beyond their control. Similar to what we did on *Space Ghost*, I wanted to approach Captain Planet's powers in a way that established both his strengths and weaknesses — and I think we've really nailed the right balance with Cap, in that he always serves to elevate the action, rather than serve as a crutch for the Planeteers to fall back on. Without spoiling too much, Earth's makeup has changed significantly since Captain Planet was last summoned to our world — and moreover, the Planeteers have to surrender their powers whenever Captain Planet is unleashed. That tradeoff is going to be a major Achilles' heel for all the characters involved, and is going to lead to some exciting complications as our story unfolds.

The series is really a superhero tale at its core, and you're also an experienced superhero writer — though not exclusive to that genre, of course — including your ongoing smash hit *Space Ghost* for us here at Dynamite. Can you expand a bit on these parallels and how *Captain Planet* fits within this genre?

Captain Planet and the Planeteers is a concept that definitely draws inspiration from the superhero genre, but it always approached it from such a unique angle — and as pop culture has evolved over the last 35 years, it has afforded us even greater avenues to make Captain Planet stand apart from other superhero comics on the stands. For starters, while many superhero comics focus on the drama of a separate identity, that's not something that *Captain Planet* was ever about. While Captain Planet himself is more of an elemental spirit charged with protecting the planet from larger-than-life threats and disasters, the Planeteers never took on costumes or codenames, never set themselves apart from humanity. If my take on Space Ghost channels a lot of his shared DNA with Batman, I'd say my take on Captain Planet draws a lot from the mutant metaphor in *The X-Men* — the Planeteers are ordinary people who are suddenly granted extraordinary powers, and now they have to find their way to each other in a dangerous world that's looking to hunt them down and exploit their gifts to destroy the world. And to me, that choice to hang on to that human core while still stepping up to the plate to save the day? That gives the Planeteers' adventures even higher stakes and an even greater sense of heroism in my eyes.

Another element about this series that's so exciting for me is the way we're able to leverage these characters' specific power sets, which I've described as a cross between the multicolored power rings from the *Green Lantern* mythos and the various elemental martial arts disciplines from *Avatar: The Last Airbender*. Captain Planet himself is a synthesis of all five elements, and so he's able to manipulate the natural world around him ina range of exciting ways, from quartz shields to supercharging thunderstorms in air-to-air combat. But for the Planeteers themselves, they each have their own particular elemental ring to control — Earth, Fire, Wind, Water, and Heart — and much of our series will follow that learning curve as they find out just how far they can take their powers. The Planeteers' powers are really only limited by their imaginations, their personality, and their sense of control — but in the spirit of series like *Green Lantern* and *Avatar: The Last Airbender*, we're finding all sorts of new ways to convey those powers in the most dynamic and visually-driven ways possible. If you're thinking of checking out *Captain Planet*, I promise you this — you aren't going to find another book that looks and feels like ours!

Emmanuel "Eman" Casallos (*Vampirella, Pathfinder*) is joining you as the artist on series. What is he bringing to help Captain Planet and the Planeteers shine in their first major comics outing in more than 30 years?

From my very first emails with Eman, the thing that struck me the most was how he clearly believes in this take on *Captain Planet* just as much as I do, and how he's absolutely swinging for the fences with every single page. Eman's got such a fantastic sense of energy and composition, which paid off massively as we've explored dynamic new angles for our characters' elemental powers — our opening sequence, for example, is the invasion of Hope Island, and the way that Eman hits the ground |running is going to set the action-packed tone for our series as a whole.

But even more important, Eman has been instrumental in his redesigns of Captain Planet and the various Planeteers, updating their appearance to better reflect how our world looks in 2025. (In particular, I thought Eman's designs for Kwame and Linka are incredible — not to mention the metamorphic new look of Captain Planet!) Our goal is to make this new run on *Captain Planet* as exciting, accessible, and resonant as possible, and Eman has been such a brilliant creative partner in bringing those goals to life. I really think this book is going to be a star turn for Eman, as we're pulling out all the stops to show readers why Captain Planet and the Planeteers are the perfect heroes for today's modern era. If you've overlooked Captain Planet, or written him off as simply a product of the '90s, this is where we're going to show you exactly what you've been missing — and if you liked the combination of action, excitement, and heart that I've been doing with *Space Ghost*, then I think you're going to absolutely love what we've got in store next for you with *Captain Planet*!

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COVER GALLERY

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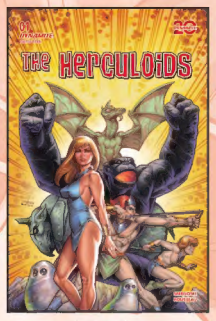

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Art by
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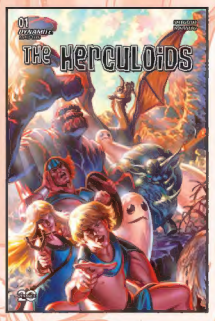
COVER C
Art by
BJORN BARENDS



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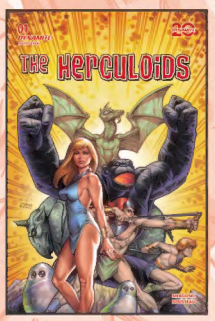
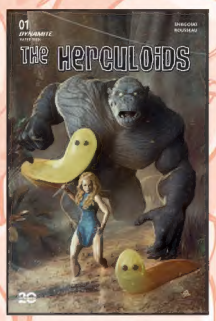
CRAIG ROUSSEAU



COVER M
10 Copy Incentive
Foil Art by
JOSEPH MICHAEL LINSER



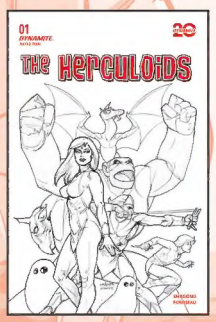
COVER N
10 Copy Incentive
Foil Art by
BJORN BARENDS

COVER O
10 Copy Incentive
Foil Art by
FELIPE MASSAFARA

COVER P
15 Copy Incentive
Foil Virgin Art by
JOSEPH MICHAEL LINSER

COVER Q
15 Copy Incentive
Foil Virgin Art by
BJORN BARENDS

COVER R
15 Copy Incentive
Foil Virgin Art by
FELIPE MASSAFARA



COVER S
20 Copy Incentive
B&W Art by
JOSEPH MICHAEL LINSER

COVER T
25 Copy Incentive
Development Virgin Art by
CRAIG ROUSSEAU

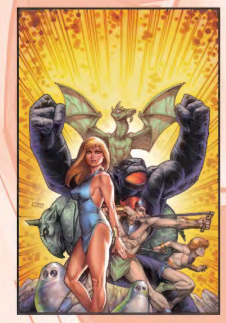
COVER U
30 Copy Incentive
Pastel Original Art by
CRAIG ROUSSEAU

COVER V
40 Copy Incentive
Virgin Art by
MIKE MIGNOLA

COVER W
50 Copy Incentive
Virgin Art by
FELIPE MASSAFARA

COVER X
60 Copy Incentive
B&W Virgin Art by
JOSEPH MICHAEL LINSER

COVER Y
75 Copy Incentive
Virgin Art by
BJORN BARENDS



COVER Z
100 Copy Incentive
Virgin Art by
JOSEPH MICHAEL LINSER

COVER ZA
FOC BONUS
Original Art by
ROB LIEFELD

COVER ZB
FOC BONUS
Blank Blue Authentix

COVER ZC
FOC BONUS
Foil Art by
ROB LIEFELD

COVER ZD
FOC BONUS
Virgin Art by
ROB LIEFELD

COVER ZE
FOC 10 Copy Incentive
Line Art by
MIKE MIGNOLA

COVER ZF
FOC 10 Copy Incentive
Foil Art by
MIKE MIGNOLA

COVER ZG
FOC 15 Copy Incentive
Foil Virgin Art by
MIKE MIGNOLA

COVER ZH
FOC 15 Copy Incentive
Virgin Line Art by
MIKE MIGNOLA

COVER ZI
FOC 15 Copy Incentive
Virgin Art by
ROB LIEFELD

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